

BLADESLINGER



A Game by and ©
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Photo from 2010 film Centurion

BLADESLINGER-

The Emperor demands we bring the steppe nomads to heel. The small framed grey folk ride ponies and hunt by falcon. Blades of starsteel are our trade tools, yet we are paid less than artisans or shopkeeps of the Capitol. Our reward, the senators say, is the Empire's glory and honour.

Foul, magical beings, eastern Ogres, drive the nomads further north into the black mountains; we shall fight them next. Here, in the foggy steppes, the legions no longer march, stalled in forts, grown restless and resentful. Imperial edicts and piked heads do nothing to quell uprising. Princes, holy bards, rebels enter a wasteland of black snow valleys; we shall pursue and we shall end them.

Millennia of training, grim resolve, and our starsteel blades — with these our legions shall conquer the nomads, winning the Empire glory and honour.

Pick one from each category:

Training-

- * Cunning
- * Fieldcraft
- * Tactics

Resolve-

- * Attrition
- * Discipline
- * Ruthlessness

Blades-

- * Block
- * Disarm
- * Thrust

Roll 1d5-1 if not using an Ability and without blade.

Roll 1d10 if either but not both.

Roll 2d10, adding and re-rolling 10's if both an Ability and with your blade.

Doubles add complexity, with playgroup defining the scene.

Highest total wins.